



## Interface & Navigation

### Workspace Basics

<b>Studio Panels</b>	Dockable panels for tools, layers, color, etc. Accessed via <b>Window</b> menu.
<b>Toolbar</b>	Located on the left, contains essential tools for drawing, selecting, and editing.
<b>Context Toolbar</b>	Changes based on the selected tool. Offers specific settings and options.
<b>Document Tabs</b>	Manage multiple open documents. Drag to rearrange or create new windows.
<b>Presets</b>	Save and load presets from a range of settings like export, fonts, styles and more.
<b>Preferences</b>	Adjust settings, keyboard shortcuts and more via <b>Affinity Designer &gt; Preferences</b> .

### Navigation Shortcuts

<b>Zoom In</b>	<b>Ctrl + +</b> (Windows) / <b>Cmd + +</b> (Mac)
<b>Zoom Out</b>	<b>Ctrl + -</b> (Windows) / <b>Cmd + -</b> (Mac)
<b>Zoom to Fit</b>	<b>Ctrl + 0</b> (Windows) / <b>Cmd + 0</b> (Mac)
<b>Hand Tool (Pan)</b>	<b>H</b> or hold <b>Spacebar</b>
<b>Rotate View</b>	<b>Ctrl + Shift + Scroll</b> (Windows) / <b>Cmd + Shift + Scroll</b> (Mac)
<b>Undo / Redo</b>	<b>Ctrl + Z</b> / <b>Ctrl + Shift + Z</b> (Windows) <b>Cmd + Z</b> / <b>Cmd + Shift + Z</b> (Mac)

## Basic Tools & Functions

### Selection & Transformation

<b>Move Tool (V)</b>	Select and move objects. Hold <b>Shift</b> to constrain proportions while resizing.
<b>Node Tool (A)</b>	Edit vector paths by manipulating nodes and handles.
<b>Transform Panel</b>	Precisely control object size, position, rotation, and shear. Found in Studio panels.
<b>Snapping</b>	Enable snapping to precisely align objects. Toggle snapping options in the toolbar.
<b>Duplicate</b>	<b>Ctrl+J</b> (Windows) / <b>Cmd+J</b> (Mac) Duplicates the selected object.

### Vector Drawing

<b>Pen Tool (P)</b>	Create precise vector paths with bezier curves.
<b>Pencil Tool (N)</b>	Draw freehand vector paths.
<b>Shape Tools</b>	Rectangle, Ellipse, Triangle, etc. Create basic shapes quickly. Hold shift to constrain to perfect shape.
<b>Boolean Operations</b>	Combine shapes using Add, Subtract, Intersect, and Xor operations. Located in the toolbar when multiple shapes are selected.
<b>Convert to Curves</b>	<b>Ctrl + Enter</b> (Windows) / <b>Cmd + Enter</b> (Mac) Converts a shape into editable curves
<b>Corner Tool</b>	Rounds corners of vector shapes.

### Color & Appearance

<b>Color Panel</b>	Choose colors for fills and strokes. Supports various color models (RGB, CMYK, HSL).
<b>Gradient Tool (G)</b>	Apply linear, radial, and other gradient types to objects.
<b>Effects Panel</b>	Add effects like shadows, glows, and bevels to objects. Located in Studio panels.
<b>Swatches Panel</b>	Save and organize frequently used colors. Create color palettes.
<b>Transparency Tool (M)</b>	Apply transparency gradients or solid transparency to objects.

## Layers & Effects

### Layer Management

<b>Layers Panel</b>	Organize and manage objects using layers. Create groups, rename layers, and adjust visibility.
<b>Grouping Layers</b>	<b>Ctrl + G</b> (Windows) / <b>Cmd + G</b> (Mac) Group selected layers for easier manipulation.
<b>Locking Layers</b>	Prevent accidental modification of layers.
<b>Clipping Masks</b>	Use a shape to mask the visibility of another layer. Drag a layer onto another in the layers panel to create a clipping mask.
<b>Blend Modes</b>	Change how layers interact with each other (e.g., Multiply, Screen, Overlay). Located in the Layers panel.
<b>Layer Visibility</b>	Toggle layers on and off to help isolate content.

### Effects & Adjustments

<b>Live Filters</b>	Non-destructive filters that can be applied to layers (e.g., Blur, Sharpen, Distort). Accessed via <b>Layer &gt; New Live Filter Layer</b> .
<b>Adjustment Layers</b>	Apply color and tonal adjustments non-destructively (e.g., Brightness/Contrast, HSL, Curves). Accessed via <b>Layer &gt; New Adjustment Layer</b> .
<b>Layer Effects</b>	Add effects like shadows, glows, and outlines directly to layers. Accessed via the <b>fx</b> icon in the Layers panel.
<b>Gradients</b>	Gradients can be added as fills or strokes, and they are fully editable via the gradient tool.
<b>Layer Opacity</b>	Adjust the overall transparency of a layer via the layers panel.

# Typography & Text

## Text Tools

<b>Text Tool (T)</b>	Create artistic text (for headlines) or frame text (for paragraphs).
<b>Text Styles</b>	Save and apply consistent text formatting across your document. Accessed via the <b>Text Styles</b> panel.
<b>Character Panel</b>	Adjust font, size, kerning, tracking, and other character properties. Located in Studio panels.
<b>Paragraph Panel</b>	Control paragraph alignment, indentation, and spacing. Located in Studio panels.
<b>Convert to Curves</b>	<b>Layer &gt; Convert to Curves</b> . Useful for creating custom shapes from text.
<b>Glyph Browser</b>	View and insert special characters and glyphs from your fonts. Accessed via <b>Text &gt; Show Glyphs</b> .

## Working with Text

<b>Importing Text</b>	Import text from external files (e.g., .txt, .rtf) into frame text boxes.
<b>Text on a Path</b>	Create text that follows a vector path. Draw a path, then use the Text tool near the path until the cursor changes.
<b>Spell Check</b>	<b>Edit &gt; Spelling &gt; Check Spelling</b> to find and correct errors.
<b>Find and Replace</b>	<b>Edit &gt; Find and Replace</b> to locate and modify specific text throughout your document.
<b>Dynamic Fields</b>	Insert dynamic fields (e.g. Date, Page Number) into text frames via <b>Text &gt; Insert &gt; Fields</b> .